

# Wellesley Park Primary School – Art & Design

**Topic: Drawing**

**Year: 4**

**Strand: Art**

## Unit Focus

Exploring perspective & drawings of inventions: links to science and focus on the ear/ telephone and sound

### Key Vocabulary

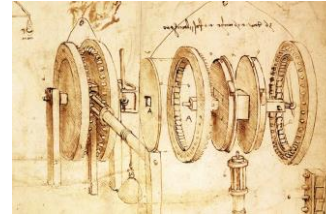
### Definition

Mechanism	A system of parts working in a machine
Patent	The right or title for an invention
3D design	To draw something with volume or space
Concept Drawing	Free hand drawings used by designers to create an idea

### Examples of skills

- Being able to sketch and label an invention
- Use different mediums such as pens and pencils to create ideas
- Understand how mechanisms fit into the whole
- Understand perspective and to draw accordingly
- Identify and draw simple objects and use marks and lines to produce texture

### Art



### Artist/Title

Leonardo Da Vinci - inventions

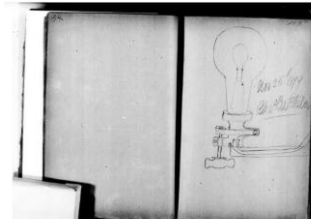
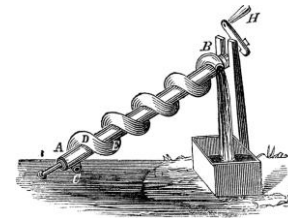


Fig 3 Edison's electric bulb

Thomas Edison – light bulb



Archimedes - Screw

### What we already know

- I know how to describe the work different artists, craftspeople, architects and designer
- I know how to reflect upon what I like and dislike about my work and how to improve it

<https://www.wellshall.co.uk/curriculum/knowledge-organisers>

<https://www.huntingtree.dudley.sch.uk/knowledge-organisers/>

<https://www.huntingtree.dudley.sch.uk/knowledge-organisers/>

<https://www.wlfs-primary.org/Curriculum/Primary-Knowledge-Curriculum/>

<https://www.riverbankprimary.org/page/?title=Year+3+Knowledge+Organisers&pid=103>

"Tell me and I forget, teach me and I remember, involve me and I learn"

BENJAMIN FRANKLIN